Fig. 1

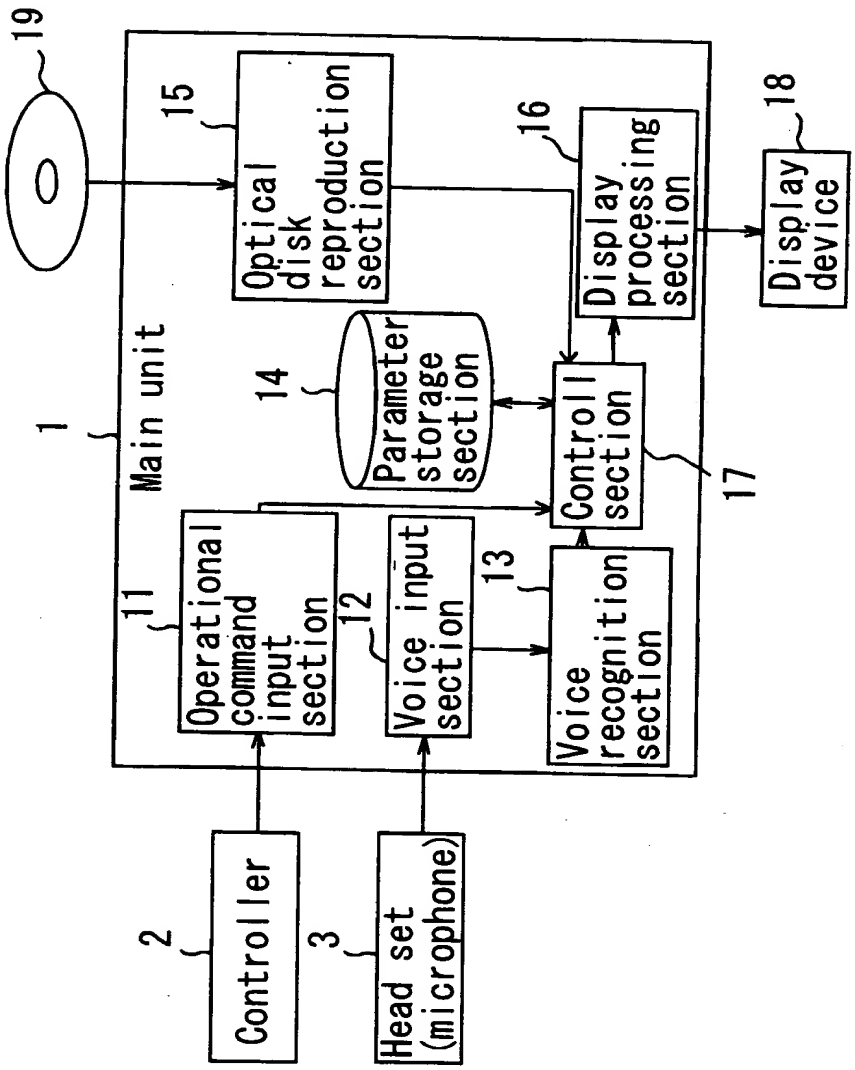
19
15
Optical disk reproduction section
16
Display processing section
18
Display device
1
Main unit
14
Parameter storage section
Controll section
17
11
Operational command input section
12
Voice input section
13
Voice recognition section
2
Controller
3
Head set (microphone)

Fig. 2

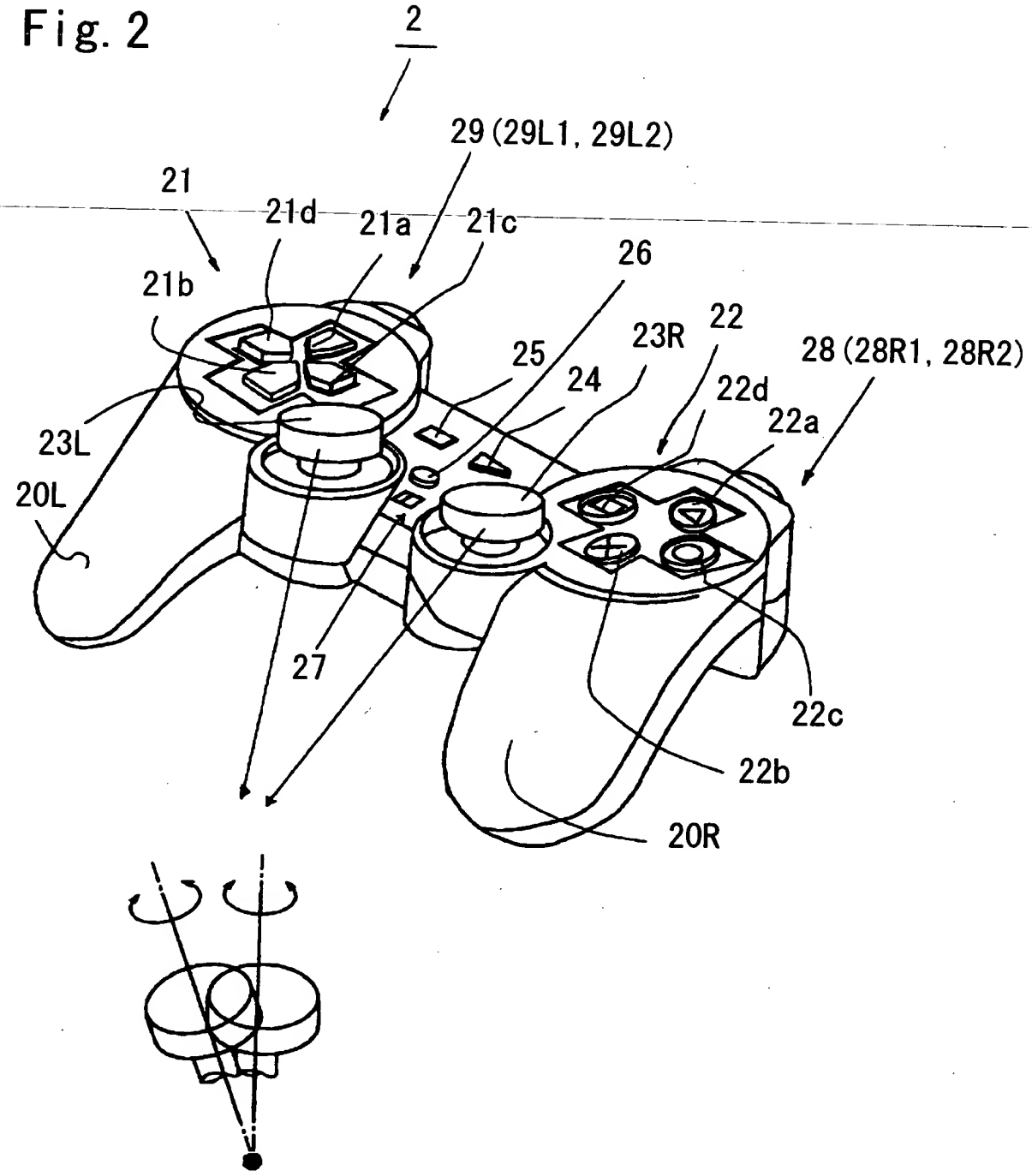
2
29 (29L1, 29L2)
21
21d
21a
21c
21b
26
22
23R
25
24
28 (28R1, 28R2)
22d
22a
23L
20L
27
22c
22b
20R

Fig. 3

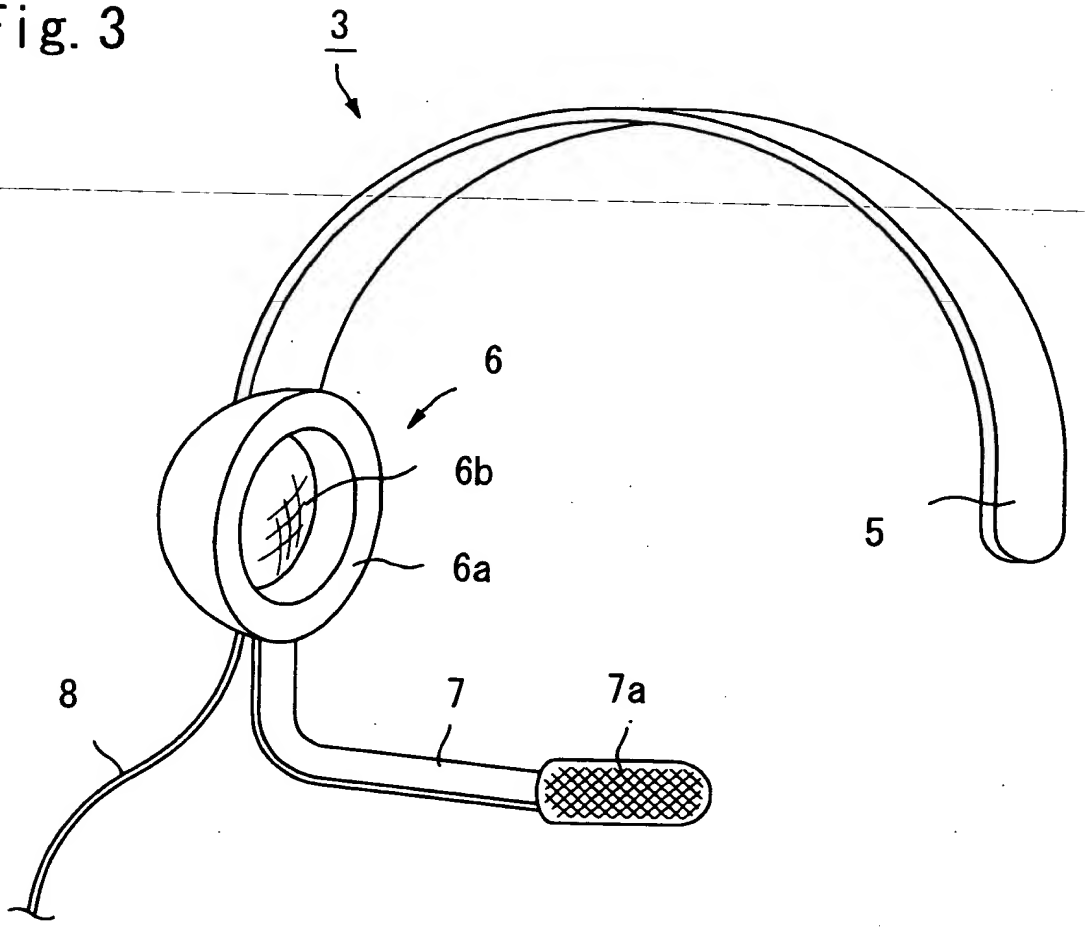

Fig. 4

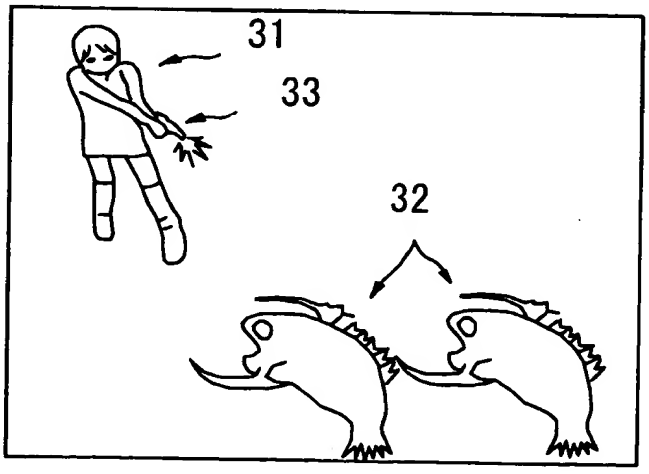

Fig. 5

	Parameters for Leading Character	Value
0	Life	0-255
1	Mental power	%
2	Apparent fearfulness	%
3	Skill level	%
4	Accuracy level	%
5	Residual number of bullets	%
6	Enemy search ability	%
7	Attack range	maya
8	Field of view (forward view)	maya
9	Speed	16 steps (0-15)
10	Terror	%
11	Offensive power	0-255
12	Defensive power	0-255
13	Continuous shooting ability	FRAME
14	Damage counter	0-255
15	Consumption level of magazine	%
16	Field of view (angle)	maya
17	Field of view (sense)	maya
18	Short-distance offensive power	%
19	Middle-distance offensive power	%
20	Long-distance offensive power	%
21	Dodge skill from short-distance attack	%
22	Dodge skill from middle-distance attack	%
23	Dodge skill from long-distance attack	%
24	Endurance power against short-distance attack	%
25	Endurance power against middle-distance attack	%
26	Endurance power against long-distance attack	%

Fig. 6

	Parameters for Enemies	Value
0	Life	0-255
1	Mental power	%
2	Apparent fearfulness	%
3	Skill level	%
4	Accuracy level	%
5	Residual number of bullets	%
6	Enemy search ability	%
7	Attack range	maya
8	Field of view (forward view)	maya
9	Speed	16 steps (0-15)
10	Terror	%
11	Offensive power	0-255
12	Defensive power	0-255
13	Continuous shooting ability	FRAME
14	Damage counter	0-255
15	Consumption level of magazine	%
16	Field of view (angle)	maya
17	Field of view (sense)	maya
18	Short-distance offensive power	%
19	Middle-distance offensive power	%
20	Long-distance offensive power	%
21	Dodge skill from short-distance attack	%
22	Dodge skill from middle-distance attack	%
23	Dodge skill from long-distance attack	%
24	Endurance power against short-distance attack	%
25	Endurance power against middle-distance attack	%
26	Endurance power against long-distance attack	%
27	Stroke endurance	%
28	Fire endurance	%
29	Water endurabce	%
30	Acid endurance	%
31	Thunder endurance	%
32	Weak point ID	%
33	Pursuing ability (persistency)	
34	Critical endurance	

Fig. 7

	Paramaters for Arms	Value
0	Range	m
1	Weight (size)	kg
2	Offensive power	0-255
3	Continuous shooting speed	FRAME
4	Number of loading	0-1023
5	Field of view (forward view)	m
6	Field of view (angle)	m
7	Field of view (sense)	m
8	Bullet loading time	FRAME
9	Attack range	
10	Accuracy	%
11	Short-distance offensive power	%
12	Middle-distance offensive power	%
13	Long-distance offensive power	%
14	Dodge skill from short-distance attack	%
15	Dodge skill from middle-distance attack	%
16	Dodge skill from long-distance attack	%
17	Endurance power against short-distance attack	%
18	Endurance power against middle-distance attack	%
19	Endurance power against long-distance attack	%

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Fig. 8

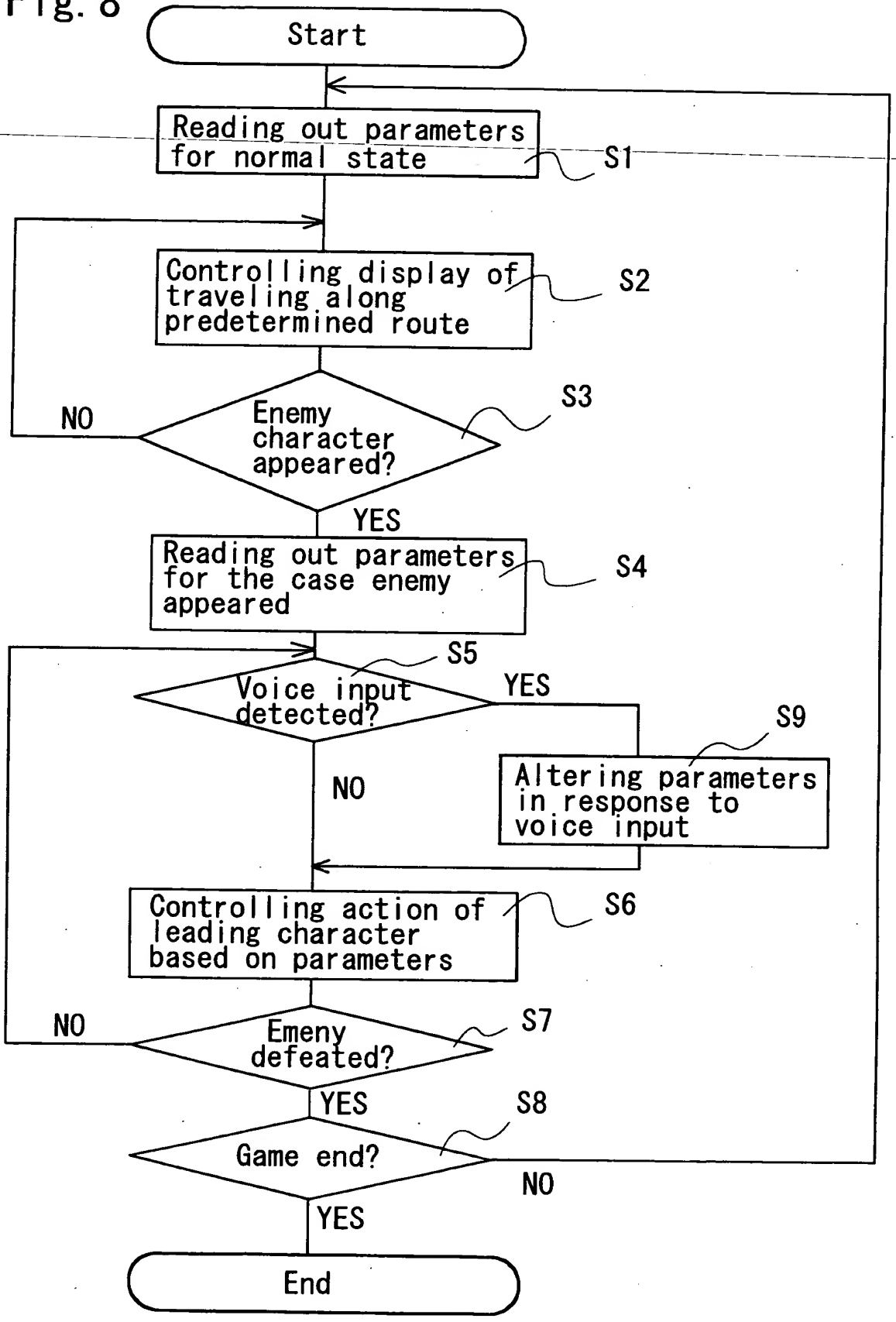
Start
Reading out parameters for normal state
S1
Controlling display of traveling along predetermined route
S2
Enemy character appeared?
S3
NO
YES
Reading out parameters for the case enemy appeared
S4
Voice input detected?
S5
YES
NO
Altering parameters in response to voice input
S9
Controlling action of leading character based on parameters
S6
Emeny defeated?
S7
NO
YES
Game end?
S8
NO
YES
End

Fig. 9

Actions during traveling along the route

	Range	Constant	
Mental power	0 to 1	1	Weak ⟷ Strong
Terror	0 to 1	0.15	Fearless ⟷ Fearful
Skill level	0 to 1	1	Less ⟷ Much

Fig. 10

Actions upon discovering enemy

	Range	Constant	
Mental power	0 to 1	0.25	Weak ⟷ Strong
Apparent fearfulness	0 to 1	0.1	Fearless ⟷ Fearful
Number of enemies nearby	0 to 1	0.1	Less ⟷ Much
Distance to enemy	0 to 1	0	Close ⟷ Distant
Skill level	0 to 1	0.1	Less ⟷ Much

Fig. 11

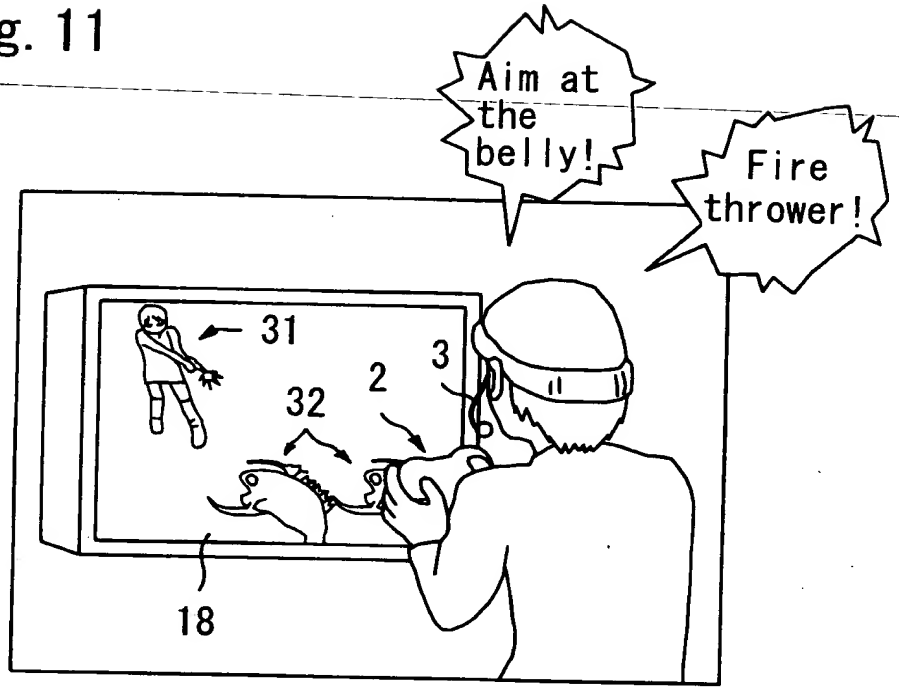

Fig. 12

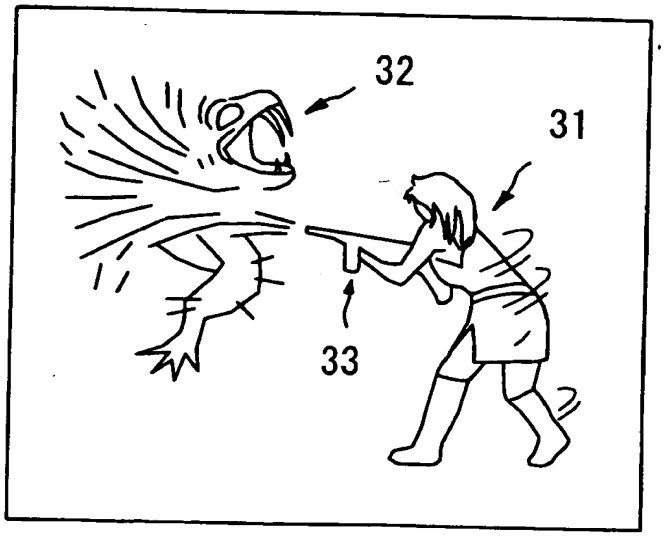

Fig. 13 Actions during runaway

	Range	Constant	
Hit ratio of own attack	0 to 1	0.7	Low ⟷ High
Terror	0 to 1	0.5	Fearless ⟷ Fearful
Distance to target	0 to 1	0.4	Close ⟷ Distant
Number of enemies nearby	0 to 1	0.5	Less ⟷ Much
Hit ratio of enemy's attack	0 to 1	0.8	Low ⟷ High
Distance to enemy	0 to 1	0.6	Close ⟷ Distant

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